Weremoth Caterpillar

Medium Humanoid (Shapechanger), Neutral

Armor Class 11 in humanoid form, 14 (natural armor) in caterpillar or hybrid form
Hit Points 39 (6d8 + 12)
Speed 30 ft., (climb 20 ft. In hybrid form) (20 ft., climb 20 ft. In caterpillar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Skills Stealth +4, Perception +3
Damage Resistances Bludgeoning, Piercing, and Slashing from non-silvered non magical Attacks
Damage Vulnerabilities Fire
Senses Darkvision 60 ft., Passive Perception 13
Languages Common
Challenge 2 (450 XP)
Proficiency Bonus +2

Traits

Shapechanger.
The weremoth caterpillar can use its action to polymorph into a caterpillar-humanoid hybrid or into a medium sized caterpillar, or back into its true form, which is humanoid. Its statistics, other than its AC and movement speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. If reduced to 0 hit points, it doesn’t die, instead it transforms into its caterpillar form and cocoons as per its cocooning bonus action. When it cocoons in this way, the cocoon requires a DC 30 strength check to break open, has an armor class of 30 and is immune to all damage except from silvered weapons.

Cocooning.
As a bonus action, the Weremoth Caterpillar can expel web-like silk to cocoon itself. While cocooned, it is restrained, gains 10 temporary hit points, and is protected from the poisoned and paralyzed conditions. The cocoon can be broken with a successful DC 15 Strength check or by dealing 10 slashing damage to it (AC 10). If the Weremoth remains cocooned for a day, it emerges as a permanently transformed Weremoth Imago.

Actions

Multiattack.
The Weremoth Caterpillar makes two or three attacks: one with its bite or two with its sickles, then it makes one with its silk strand.

Bite (Caterpillar or Hybrid Form Only).
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Sickle (True or Hybrid Form Only).
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Silk Strand.
Ranged Weapon Attack: +4 to hit, range 30 ft., one creature. *Hit:* The target is restrained by sticky silk (escape DC 13). Until the creature breaks free, they are also considered grappled by the Weremoth Caterpillar.

Weremoth Imago

Medium Monstrosity, Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., 60 ft flying.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (+0)	12 (+1)	8 (-1)

Skills Stealth +4, Perception +3
Damage Resistances Bludgeoning, Piercing, and Slashing from non-silvered non magical Attacks
Damage Vulnerabilities Fire
Senses Darkvision 120 ft., Passive Perception 13
Languages Understands Common but can't speak
Challenge 3 (700 XP)
Proficiency Bonus +2

Traits

Shield Dust. The Weremoth Imago scatters dust in a 5 foot radius around itself while it flies. This area is lightly obscured. A creature that moves into this area for the first time on a turn, or begins their turn there must succeed on a DC 12 constitution saving throw, or be blinded until the end of their next or current turn (whichever is sooner).

Light Attraction. The Weremoth Imago is drawn to sources of light. If it is night, and there is a source of bright light within 120 feet of the Weremoth Imago that it can see, their movement speed is doubled when moving towards the light. If a creature is holding the light source, the Weremoth Imago has advantage on attack rolls against them.

Compound Eyes (3/Day). When the Weremoth Imago has disadvantage on an attack roll, they can roll disadvantage twice and take either roll.

Actions

Multiattack.
The Weremoth Imago makes a bite attack, then makes 1d4 claw attacks.

Bite.
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the Weremoth Imago gains temporary hit points equal to the damage dealt. In addition, a humanoid hit by this attack must make a DC 12 constitution saving throw. On a fail they are inflicted with Weremoth Lycanthropy.

Claw.
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. If the target is a medium or smaller creature, the Weremoth Imago can attempt to grapple a creature hit with this attack as a bonus action.

Scatter Dust (Recharge 5-6).
The Weremoth Imago flaps its wings to scatter blinding dust in a 15 foot cube originating from itself. Each creature in this area must succeed a DC 12 constitution saving throw or take 5 (2d4) poison damage and be blinded until the end of their next turn on a failed save. A creature takes half as much poison damage and isn’t blinded on a success.

Red Death Stare.
The Weremoth Imago flashes its red eyes at a creature that can see it. The creature must succeed a DC 13 wisdom saving throw or take 5 (2d4) psychic damage and be frightened of the Weremoth Imago until the end of their next turn.

Deep in the ancient forests of the world stalk the remnants of once-human beings. With giant wings and blood red eyes, they drop from the sky to feed on their fellow man. Unlike most lycanthropes, the curse associated with Weremoths is far more wicked.

Weremoth Lycanthropy. The character gains a Strength of 16 if his or her score isn't already higher, and a +3 bonus to AC while in caterpillar or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on Strength. In addition, every night they have Weremoth lycanthropy, they must succeed a DC 15 charisma saving throw or spin a cocoon around themself, which they will remain in for the next 24 hours. After cocooning for 24 hours, they emerge as a Weremoth Imago. When they emerge as a Weremoth Imago, their statistics are completely replaced by the Weremoth Imago. They lose all memories, personality traits, class features, racial traits, and are controlled by the DM.

(Optional) Revised Version:

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STR	DEX	CON	INT	WIS	CHA
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Damage Vulnerabilities Fire
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Challenge 2 (450 XP)
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Actions

Multiattack.
The Weremoth Caterpillar makes two or three attacks: one with its bite or two with its sickles, then it makes one with its silk strand.

Bite (Caterpillar or Hybrid Form Only).
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the Weremoth gains temporary hit points equal to half the piercing damage dealt in this way.

Sickle (True or Hybrid Form Only).
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Silk Strand.
Ranged Weapon Attack: +4 to hit, range 30 ft., one creature. *Hit:* The target is restrained by sticky silk (escape DC 13). Until the creature breaks free, they are also considered grappled by the Weremoth Caterpillar.

Bonus Actions

Cocooning.
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successful DC 15 Strength check or by dealing 10 slashing damage to it (AC 10). If the Weremoth remains cocooned for a day, it emerges as a permanently transformed Weremoth Imago.

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Compound Eyes (3/Day). When the Weremoth Imago has disadvantage on an attack roll, they can roll disadvantage twice and take either roll.

Ultrasound Generation. While in flight, the weremoth produces a barely perceptible noise that messes with the hearing of some creatures. Creatures within 60 feet of the weremoth that possess blindsight (echolocation) have disadvantage and attacks against the Weremoth.

Actions

Multiattack.
The Weremoth Imago makes a bite attack, then makes 1d4 claw attacks on each of its turns.

Bite.
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. In addition, a humanoid hit by this attack must make a DC 12 constitution saving throw. On a fail they are inflicted with Weremoth Lycanthropy.

Claw.
Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage and the Weremoth Imago gains temporary hit points equal to the slashing damage dealt. If the target is a medium or smaller creature, the Weremoth Imago can attempt to grapple a creature hit with this attack as a bonus action.

Scatter Dust (Recharge 5-6).
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